



Officially Licensed "Coin Op" Arcade Game by **TEKKAN**

HOW TO OPERATE JACK

JUMP BUTTON

- Jumps by pushing when Jack is on the floor.
- Stops when pushing in the air.
- Does not move when tapping button fast!

JOYSTICK

- Ultra-high jump by white turning Joystick upward.
- Turn Joystick downward for coming down fast.

HOW TO PLAY

AMSTRAD/SCHNEIDER

- Get all by operating Jack!
- Defeat enemies by taking power ball!
- Lucky coin
- Bonus Coin Score on the screen is increased from two to four times.
- Extra Coin One additional Jack.

AMSTRAD/SCHNEIDER DISC

- Coins appear for bonus points each! When taking 3 no more coin appears. When appears - this also is kept secret!

SCORE

100PTS 200PTS 1.000PTS 3.000PTS 5.000PTS 2.000PTS

AMSTRAD/SCHNEIDER
Instructions

1. Ensure tape is fully rewound.
2. Hold down CTRL and press the small ENTER key (on numeric pad).
3. Press play on cassette player.
4. Press ENTER key.
5. **6128 OWNERS ONLY**
Hold down SHIFT press "@" key (II appears)
Type the word TAPE press ENTER.

SPECTRUM 48K/128K
Instructions

1. Ensure tape is fully rewound.
2. Press LOAD "" (ENTER).
3. Press play on cassette player.

COMMODORE 64/128
Instructions

1. Ensure tape is fully rewound.
2. Press SHIFT and RUN/STOP.
3. Press play on cassette player.

COMMODORE 64/128 DISC
Instructions

1. Insert Disc.
2. Type LOAD "*,8,1

AMSTRAD/SCHNEIDER DISC
Instructions

1. Insert Disc.
2. Type RUN "BOMB" ENTER

COMMODORE C16
Instructions

1. Ensure tape is fully rewound.
2. Type LOAD then press RETURN.
3. Press play on cassette player.

BBC
Instructions

1. Ensure tape is fully rewound.
2. Chain "" (RETURN)

BBC DISC
Instructions

1. Insert Disc.
2. Press SHIFT and BREAK.

The Game
Once the game has loaded you are presented with a menu.

SPECTRUM 48K
Controls

1. Starts one player game.
2. Starts two player game.

K - Keyboard
J - Joystick

Up	Q	Left	Z
Down	A	Right	X
Jump	SHIFT		

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COMMODORE 64/128
Controls

1. Starts one player game.
2. Starts two player game.

K - Keyboard
J - Joystick

Up	Q	Left	Z
Down	A	Right	X
Jump	SHIFT		

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COMMODORE 64/128
Controls

1. Starts one player game.
2. Starts two player game.

K - Select keyboard control.
T - Select keyboard (Turbo Jump, see below) control.

Z - Select ZX Interface II.
P - Select Kempston Interface Control.

AMSTRAD
Controls

1. Starts one player game.
2. Starts two player game.

J - Select Joystick Control.

K - Select keyboard control.

T - Selects keyboard (Turbo Jump, see below) control.

One player game keyboard only

Up	Q	Left	N
Down	A	Right	M
Jump	SPACE BAR		

BBC
Controls

1. Starts one player game.
2. Starts two player game.

J - Select Joystick Control.

K - Select keyboard control.

T - Selects keyboard (Turbo Jump, see below) control.

One player game keyboard only

Up	Q	Left	N
Down	A	Right	M
Jump	SPACE BAR		

AMSTRAD/SCHNEIDER
Instructions

1. Vérifiez si la bande est complètement rebobinée.
2. Maintenez CTRL enfoncé et appuyez sur la petite touche ENTER (sur le bouton numérique).
3. Appuyez sur PLAY du lecteur de cassette.
4. Appuyez sur ENTER.
5. **POUR LES 6128 UNIQUEMENT**
Maintenez SHIFT enfoncé, appuyez sur la touche "@" (II apparaît). Tapez ensuite TAPE et appuyez sur ENTER.

SPECTRUM 48K/128K
Instructions

1. Vérifiez si la bande est complètement rebobinée.
2. Appuyez sur LOAD "" (ENTER).
3. Appuyez sur PLAY du lecteur de cassette.

COMMODORE 6/128
Instructions

1. Vérifiez si la bande est complètement rebobinée.
2. Appuyez sur SHIFT et RUN/STOP.
3. Appuyez sur PLAY du lecteur de cassette.

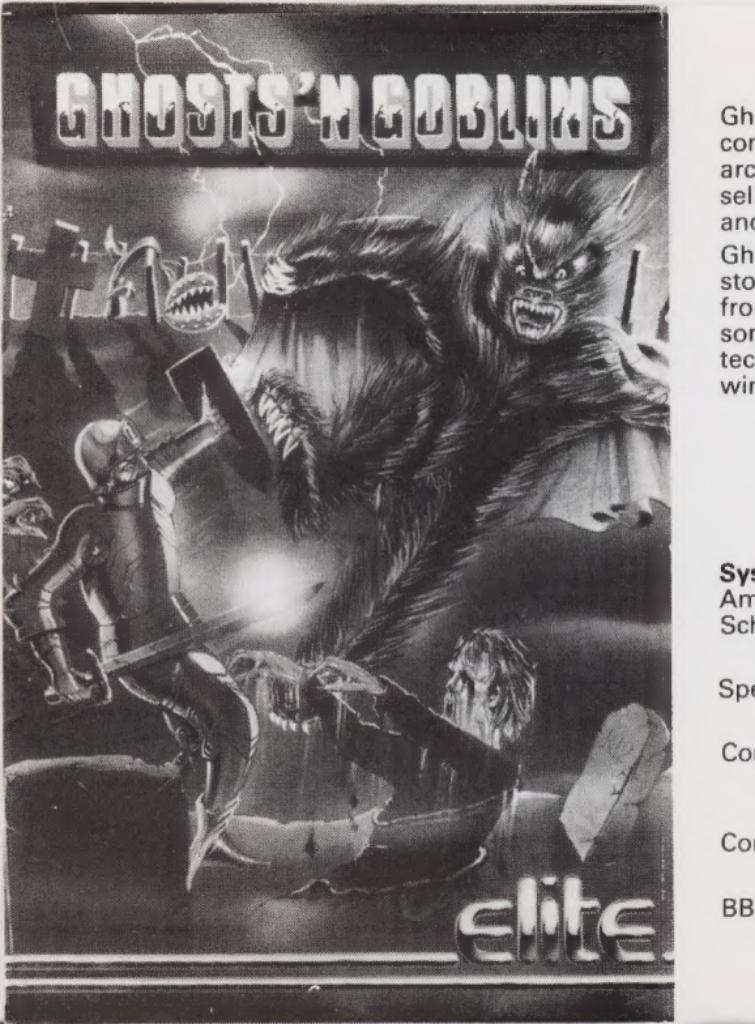
COMMODORE 6/128 DISQUE
Instructions

1. Introduisez le disque dans le lecteur.
2. Tapez LOAD "*,8,1.

AMSTRAD/SCHNEIDER DISQUE
Instructions

1. Introduisez le disque dans le lecteur.
2. Tapez RUN "BOMB" ENTER.

PO



GHOSTS 'N GOBLINS

Ghosts 'n' Goblins

Introduction & Scenario

Ghosts 'n' Goblins is the authentic home computer version of the classic coin-operated arcade game from Capcom, authors of best sellers including the world beating Commando and 1942.

Ghosts 'n' Goblins is the classic fighting fantasy story, heroic knight to rescue beautiful maiden from clutches of demonic Overlord. Featuring some stunning effects and graphics, this technically excellent game is clearly another winner from the Elite/Capcom stable.

LOADING INSTRUCTIONS

System

Amstrad/
Schneider

Format

Instruction

Cass Run "ELITE"

Disc Run "ELITE"

Spectrum

Cass Load ""

Commodore 64/128

Cass Shift & Run/Stop

Disc Load "*,8,1

Commodore 16

Load "Elite"

BBC/Electron

Cass Chain ""

Disc Shift & Break

PLAYING INSTRUCTIONS

Spectrum

Right

= 0

Left

= 9

Up

= 2

Down/Crouch

= W

Fire

= M

Jump

= X

or redefine keys, or use Kempston or Sinclair Joystick Interfaces.

Amstrad/Schneider

Abort

= ESC

Right

= User definable

Left

= User definable

Up

= User definable

Down/Crouch

= User definable

Fire

= User definable

Jump

= User definable

Hold

= User definable

or use joystick.

Commodore 64/128

Use joystick only.

Commodore C16

Use joystick only.

Commodore 16

Load "Elite"

BBC/Electron

Cass Chain ""

Disc Shift & Break

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Ghosts 'n' Goblins

Introduction et scénario

Ghosts 'n' Goblins originale pour micro du jeu d'arcade bien connu réalisé par Capcom, auteur des best sellers: "Commando" et "1942". Deux des jeux les plus appréciés du monde de la micro informatique.

Ghosts 'n' Goblins est tiré d'une conte classique dans lequel un preux chevalier doit arracher une belle demoiselle des griffes d'un seigneur démonique . . . ce jeu excellent du point de vue technique, contient des effets et des graphismes époustouflants.

C'est un autre grand succès des créateur d'Elite/Capcom.

Pour charger le jeu utiliser les instructions suivant.

POUR CHARGER

Système

Amstrad/
Schneider

Format

Cass

Run "ELITE"

Disque

Run "ELITE"

Commodore 64/128:

Commande au joystick unique.

Spectrum

Cass

Load ""

Commodore 64/128

Shift & Run/Stop

Load "*,8,1

Commodore 16

Load "Elite"

BBC/Electron

Cass

Chain ""

Shift & Break

POUR JOUER

Spectrum:

Droite = 0
Gauche = 9
Bas/S'accroupir = 2
Tir = M
Saut = X

Vous pouvez également redéfinir les touches ou utiliser les interfaces de joystick Kempston ou Sinclair.

Amstrad/Schneider:

Abandon = ESC
Droite = a définir par le joueur
Gauche = idem
Haut = idem
Bas/S'accroupir = idem
Tir = idem
Saut = idem
Maintien = idem

il est possible d'utiliser un joystick.

Commodore 64/128:

Commande au joystick unique.

Commodore C16:

Commande au joystick unique.

Ghosts 'n' Goblins

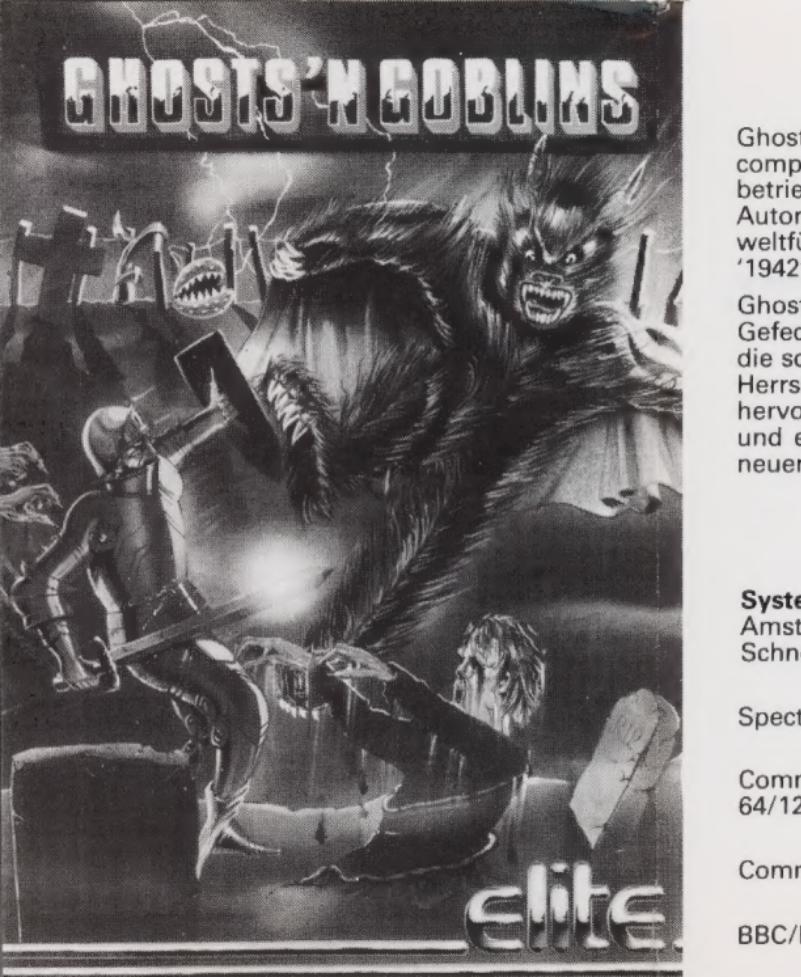
POUR JOUER

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Ghosts 'n' Goblins

Einführung und Spielbeschreibung

Ghosts 'n' Goblins ist das authentische Heimcomputervideo des klassischen münzenbetriebenen Arkadenspiels von Capcom, dem Autoren von berühmten Spielhits wie die weltführenden Programme 'Commando' und '1942'.

Ghosts 'n' Goblins ist eine klassische Gefechtsfantasie, in der ein heldenhafter Ritter die schöne Jungfrau aus den Klauen des bösen Herrschers retten muß. Dieses technisch hervorragende Spiel mit verblüffenden Effekten und erstaunlicher Grafik ist ganz eindeutig ein neuer Hit aus dem Hause Elite/Capcom.

LADEANLEITUNG

System	Format	Anleitung
Amstrad/ Schneider	Kassette	RUN "ELITE"
	Diskette	RUN "ELITE"
Spectrum		LOAD ""
Commodore 64/128	Kassette	Shift + Run/Stop
	Diskette	Load "",8,1
Commodore 16		Load "Elite"
BBC/Electron	Kassette	Chain ""
	Diskette	Shift + Break

SPIELANLEITUNG

Spectrum:

Rechts = 0
Links = 9
Auf = 2
Ab/Hocke = W
Feuer = M
Sprung = X

oder neu definierte Tasten, oder mit Kempston oder Sinclair Steuerknüppel-Schnittstellen.

Amstrad/Schneider:

Abbruch = ESC
Rechts = vom Anwender definierbar
Links = vom Anwender definierbar
Auf = vom Anwender definierbar
Ab/Hocke = vom Anwender definierbar
Feuer = vom Anwender definierbar
Sprung = vom Anwender definierbar
Halt = vom Anwender definierbar
oder einen Steuerknüppel einsetzen.

Commodore 64/128

Nur mit einem Steuerknüppel einsetzen.

Commodore C16

Nur mit einem Steuerknüppel einsetzen.

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aus irgend einem Grund

Schwierigkeiten haben, das

Programm

laufen zu lassen, und

der Überzeugung sind, daß das

Band fehlerhaft ist, schicken Sie

es bitte umgehend an die

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Ghosts 'n' Goblins è la versione autentica per calcolatore personale del classico gioco per macchinette a moneta, creato dalla Capcom, autrice di altri grandi successi come 'Commando' e '1942', noti in tutto il mondo.

Ghosts 'n' Goblins è la classica storia di fantasia e di battaglie, con un eroico cavaliere che salva una bella ragazza dalle grinfie di un grande

feudatario indemoniato. Con dei grafici e degli

effetti speciali sbalorditivi, questo gioco così

eccellente come tecnica è chiaramente un altro

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Ghosts 'n' Goblins

Introduzione e Scenario

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ISTRUZIONI PER IL CARICAMENTO

Sistema

Formato

Istruzioni

Amstrad/
Schneider

Cassetta

Run "ELITE"

Disco

Run "ELITE"

Spectrum

Cass

Load ""

Commodore
64 o 128

Cassetta

Shift + Run o Stop

Disco

LOAD "",8,1

Commodore 16

Load "ELITE"

BBC o Electron

Cassetta

Chain ""

Disco

Shift + Break

Spectrum:

Destra

= 0

Sinistra

= 9

Sù

= 2

Giù (accovacciarsi)

= W

Sparare

= M

Saltare

= X

oppure ridefinire i tasti, oppure usare cloche e

interface Kempston o Sinclair.

Amstrad o Schneider:

Interrompere

= ESC

Destra

= Tasti definibili dal giocatore

Sinistra

= Tasti definibili dal giocatore

Sù

= Tasti definibili dal giocatore

Giù (accovacciarsi)

= Tasti definibili dal giocatore

Sparare

= Tasti definibili dal giocatore

Saltare

= Tasti definibili dal giocatore

Trattenere

= Tasti definibili dal giocatore

oppure usare la cloche.

Commodore 64 o 128:

Usare la cloche.

Commodore C16:

Usare la cloche.

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